

A method and system for provides a user with an ability to capture a sample of an experiential environment and deliver that sample to an interactive service to trigger one or more predetermined events. In exemplary embodiments of the invention such triggered events include the delivery of information and services to the user, the execution of tasks and instructions by the service on the user's behalf, communication events, surveillance events and other control-oriented events that are responsive to the user's wishes. In other exemplary embodiments of the invention, the triggered events include transaction-oriented events, entertainment events, and events associated with enhancements to human ability or function.